The Web of Athlas
Area Two
Area Six
Start Area
Boulder 2
Water Trap
Boulder 1
Trigger 2
Area One (a)
Area Three
Area Four (b)
Area One (b)
Trigger 1
Ramp 1
Trigger 3
Ramp 2
Trigger 4
Trigger 5
Ramp 3
Area Four (c)
Area One (c)
Area Five
Area Four (a)
Treachery 3 4 4
Chests
Copper 1 2 Conquest Tokens. 100 coins. 2 Copper Treasures
Copper 2 2 Conquest Tokens. 1 Vitality Potion. 2 Copper Treasures
Copper 3 2 Conquest Tokens. 1 Curse. 2 Copper Treasures
Silver 1 1 Conquest Token. 1 Curse. 1 Silver Treasure
Silver 2 1 Conquest Token. 2 Curses. 1 Power Potion. 2 Silver Treasures
Silver 3 1 Conquest Token. 2 Curses. 150 coins. 2 Silver Treasures
Gold 1 2 Conquest Tokens. 1 Curse. 1 Gold Treasure
Gold 2 2 Conquest Tokens. 2 Curses. 1 Healing Potion. 1 Gold Treasure

The Web of Athlas

In this quest, the heroes must investigate the behavior of a benevolent sorcerer, Athlas. There have been rumors of unspeakable monstrosities issuing from his underground laboratory, and he would not ordinarily be responsible for such acts.

Introduction

You have answered an ad, of sorts, seeking adventurers. You were unsure what to expect, but sharing drinks with the mayor in a dingy out-of-the-way tavern was certainly far down on your list.

"Ever since I was a young child, my grandfather told me stories about Athlas. There was *'Athlas Against Kraal'* and *'Athlas and the All-Father'*, but my favorite was always *'The Valley of Athlas'*. It was about how Athlas came to this very valley and defeated a dragon that was lairing here. Athlas liked the area so much, he made his underground laboratory nearby and declared the valley off-limits to those serving evil. Now, when word got out about that, a settlement started to grow. According to my grandfather, Athlas has defended this town on no less than three separate occasions, each time stronger than the last. The message seemed very clear: 'Cross this line and I will kill you.' So, as you can imagine, it comes as a great surprise to hear of kobolds, beastmen and other abominations lurking around the edges of our fair city. Some say it is Athlas himself who sends them. Others say Athlas is dead and the monsters sense his lack of presence. Although they better not say those sorts of things around me." He pauses to take a drink.

"Whatever the case, having a noted protector does have its drawbacks. We have no militia, not even a watch. Athlas was our Rule and Law. Panic lies just below the surface of the city and it has fallen upon me to quietly seek out brave adventurers such as yourselves, and offer them..." here the mayor unrolls a scroll and follows a line with his finger, "...'just recompense for their services.'" He makes a noise of disgust and crumples the scroll into a tiny ball. "Never did like the bueraucratic legalese. How about: 'We'll give you coins and treasure if you'll find out what has happenend to Athlas!'"

He takes another drink and then continues, "One thing for sure, I'd never thought that I would have a part, albeit a small one, in one of my grandfather's stories."

The heroes start with 100 extra coins for equipment. Also, draw a number of copper treasures equal to the number of players plus two. Each hero may take one of these copper treasures for free.

Spider Golems

Spider golems are magical constructs created by Athlas. They have the abilities of both spiders and golems. The master spider golem's **Poison** attack is a powerful neuro-toxin. This toxin does not do regular **Poison** damage, instead, it prevents the hero affected by it from using one random ability for a number of turns equal to the damage from the attack as well as doing regular damage to the hero. Give the affected hero an appropriate number of **Poison** tokens and have them discard one at the beginning of their turn to represent this. Healing will not remove these **Poison** tokens. If one ability is already affected by this neuro-toxin, and the hero gets hit again, the same ability will be affected.

Quest Goals

Your goal is to enter Athlas's laboratory, find out just what has become of him, and prevent more abominations from ravaging the surrounding area. If you manage to activate some ancient glyphs of transport, so much the better. You begin the game with six conquest tokens. If you ever run out of conquest tokens...., just don't run out of conquest tokens. Good luck.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

Each hero may choose which activated glyph they will use in order to enter the laboratory.

A small squad of kobolds, lead by a pair of beastmen commanders, are here to greet you as you exit the glyph. Somehow, this doesn't bode well for Athlas's health.

Area One (a)

A trio of sorcerers are so busy searching a wall of bookcases, they barely notice you. When they do, they turn to oppose you.

"Athlas's knowledge is ours," the leader snarls. "Now go away before we're forced to kill you."

The encounter markers in this area represent bookcases the heroes may search for items. If a hero wishes to search a bookcase, they must end their turn on an encounter marker. Have the hero roll two power dice and consult the table below. A hero may add one, and only one, power die to his search roll by spending one fatigue. In this case, the hero rolls three power dice and discards the die of his choice. Once a bookcase encounter marker is searched, remove it from the board. Searching an encounter marker costs one action.

Power Dice	Search Result
⬛ ⬛	Athlas's Amulet
⬛ ⚡	Arcane Information
⬛ 1♥	Scroll - receive a random scroll
⚡ ⚡	Mechanism
⚡ 1♥	Spider Hatchling
1♥ 1♥	Nothing

Athlas's Amulet – the first time this result is rolled give the heroes 'Athlas's Amulet' relic token. A hero may wear this amulet and it counts towards their item limits. Once the amulet is found, this result yields nothing. While worn, the amulet provides the following benefits:

- spiders will not attack the wearer (unless the wearer attacks them first)
- immune to all forms of **Poison** (wearer still suffers physical damage)
- may make **Melee** attacks versus **Incorporeal** beings

Arcane Information – the hero has discovered a small portion of Athlas's vast knowledge. If the hero is a magic-user, they may study it and gain a plus one **Magic** training token. Once studied, the information is destroyed. If the hero is not a magic-user, they may sell it in town for 250 coins.

Scroll – the hero has discovered a common rune spell, written down in scroll form. Scroll spells can be used by anyone but no power dice may be added to the attack roll. Scrolls require both hands to use and must be discarded after use. When a scroll is discovered roll a power die. A 'blank' result is a gold scroll, a 'surge' result is a silver scroll and an 'enhancement' result is a copper scroll. Draw from the appropriate treasure deck and give the hero the first rune item found. Scrolls may be sold in town based on the following rate; gold, 225 coins; silver, 150 coins; and copper, 75 coins.

Mechanism – the hero has discovered a mechanism required to open and close the secret door in the bookcase. Now, however, all the mechanism does is cause the door to jam into the rubble blocking the doorway.

Spider Hatchling – the hero has stuck his hand into the hiding spot of a spider hatchling. They receive one wound and one **Poison** token. This wound cannot be reduced by armor.

Nothing – the hero finds nothing.

Area One (b)

A webbed over gap in the bookcases appears to have once been the entrance to a secret passage. Your torchlight reveals a green glitter as well as furtive movement.

Area One (c)

As you approach the end of the eastern hallway, you notice it blocked, floor to ceiling, with rubble. You follow the sound of breaking glass and turn the corner. A few remaining vials and potions line the walls of this little room. It appears to have been a storage room of sorts. Two sorcerers are pawing through the remaining inventory looking for something. A pile of smashed glassware and viscous liquid at their feet testifies to their mounting frustration. As they face you, it looks as if they will have a new outlet.

If a hero ends his movement on the encounter marker.

After reaching through a hole in the back of the shelving, you discover a large bottle of a yellow, syrupy liquid. Uncorking it, you are surprised to find it not vile-smelling.

Give the heroes 'Athlas's Potion' relic token. This item must be equipped to use and counts towards a hero's potion limit.

If a hero drinks the potion.

It tastes even better than it smells, but it doesn't seem to do what you wanted it to do.

The potion is Athlas's special **Poison** antidote. Each dose will reduce the effect of a **Poison** attack by four. The antidote lasts until all of the four 'charges' are used. Only one dose may be active in a hero at one time. The bottle contains enough liquid for six doses of antidote. The antidote will not cure a hero who is already poisoned. The antidote will prevent one dose, and also cure, the neuro-toxin **Poison** of a master spider golem.

Area Two

Water from an underground spring has seeped into the ground in the northern passages, turning them into a watery mire. A large pool of water prevents access to the northernmost door. A group of ferrox pause in their attempts to capture a circling razorwing and look to you as an easier source of food.

The northernmost door cannot be opened by any means.

Area Three

A glow from the passage in front of you gradually renders your torches useless. You put them out in order to conserve them. As you exit the tunnel you come upon a vast room where the central feature is a large pool of lava. There are numerous exits radiating from the chamber. Two skeletons are stranded on a platform in the middle of the lava field while two others await nearby. A trio of hellhounds seem quite at home here. In the northeast corner of the room, you see two ogres start to trek up the east-west passage to meet you.

You can place the master skeletons and rune key on an unused boulder tile.

There are numerous triggers set about this large room and related passages. All of them are represented by the white X's. A hero passing over, or through, the trigger area will always set them off. Trigger one releases boulder one onto the spaces marked with the red X's. Any figure on these spaces when boulder one is released will be killed. Triggers three, four and five effect the path of boulder one by activating boulder ramps. When the ramps are activated place the appropriate boulder ramp in the indicated position. Only one boulder ramp can be active at a time. If a second trigger is activated, replace the last boulder ramp with the current ramp. If boulder one is not currently active or has been destroyed, triggers three, four and five will

release boulder one and also activate their appropriate ramp. In any case, only two boulders can be activated from the boulder one position. If the path of boulder one is not altered, it will crash into the rubble pile at the end of the hallway and be destroyed. Countless boulder crashes have rendered that area impassable by any means. Trigger two releases boulder two onto the spaces marked with the red X's. Any figure on these spaces when boulder two is released will be killed. If boulder two is released, it will eventually roll into the lava field and provide a temporary bridge to the rune key on the center platform. Place boulder two in the four squares of the lava field directly across from its hallway exit and tell the heroes they may use it as a bridge. The heroes have two turns to reach the platform and return before the boulder is swallowed by the lava. Remove the boulder tile at this time. Trigger two will only release one boulder.

Area Four (a) and Area Four (b)

Three spiders eye you warily as you open the door. They don't move to attack, but neither do they seem inclined to move from their positions.

Athlas has appointed these spiders as his guardians. As such, each spider has two extra wounds and one extra armor. They will allow the bearer of Athlas's amulet to pass, providing he does not attack them first. No-one else will be allowed to pass.

Area Four (c)

You remove the webbing to reveal a trap-lined corridor and some dessicated skeletons. Beyond those lies perhaps the most treasure you have seen in one spot ever! You can make out a faintly glowing, man-sized shape floating? above the collected treasure. Your eyes meet those of the figure and it seems as if you are drawn face-to-face with it. Close up, you realize the apparition is Athlas. You also realize someting else: Athlas is quite insane.

"Filthy, stinking, lazy thieves! All of you! Can't you do your own

research? You have to steal mine? You'll never discover how. I gave it all to the flames. Klaatu barada nikto!”

The master sorcerer figure in the center of the treasure pile is, of course, Athlas. He has put so much of himself into creating his spider golems that he has been driven mad. His combination of magics used to animate the golems has also rendered him insubstantial, this is represented by his **Incorporeal** ability. The heroes receive five conquest tokens for defeating Athlas.

Incorporeal: a figure that is Incorporeal cannot be harmed by **Melee** or **Ranged** attacks. **Magic** attacks do normal damage. The Bleed, Burn, Daze, Poison, Stun, and Web tokens have no effect on Incorporeal creatures.

Area Five

As you open the rune-locked door, your eyes are drawn to two large spider statues in the center of the room. The eyes of the statues consist of sapphire gemstones and the carving work is quite intricate. You take a step into the room and a light appears behind those gemstone eyes! Dust falls from the joints of the stone spiders as they flex and move!

Two of Athlas's masterwork spider golems, Lakhesis and Atropos, guard this area. Use regular spider figures to represent them.

If the heroes defeat the spider golems.

The last spider golem falls in a heap of rubble. As it does so, large drops of a deep red liquid seep from it and begin to smoke and evaporate when they hit the floor. The gemstone eyes crack and shatter.

The heroes receive four conquest tokens for defeating the pair of spider golems.

Area Six

As you turn the corner and face the blue rune-locked door, you notice that the ceiling and walls are dripping with moisture.

Before the heroes open the door into area six, they must first overcome the water trap. When the heroes attempt to open the door, hundreds of gallons of water are released above the red X's from an overhead trap. Heroes who are on the red X's take a two points of damage (which cannot be reduced by armor) and suffer **Knockback 3**. Heroes who are on the white X's suffer **Knockback 2**. Place a mud token on the spaces marked with a red X and roll a power die for each space marked with a white X. Place a mud token on these spaces if a 'surge' result is rolled. The trap may be prevented from being sprung if the heroes inflict twenty points of cold damage to the roof of the corridor.

Another two spider statues are waiting for you here. One of them has rubies for eyes while the other has sapphires. Both flex and move when you enter.

The sapphire-eyed spider golem is Koltho, the ruby-eyed spider golem is a master spider golem called Themis.

If the heroes defeat the spider golems.

The last spider golem falls in a heap of rubble. As it does so, large drops of a deep red liquid seep from it and begin to smoke and evaporate when they hit the floor. The gemstone eyes crack and shatter.

The heroes receive five conquest tokens for defeating the pair of spider golems.

If the heroes have also defeated the spider golems from Area Five.

The smoke from the spider golems fills the room and then begins to twist into a column in the center of the room. It spins and spins, gathering more smoke into itself, becoming more substantial, until it finally slows to a stop. Before you stands the figure of Athlas! You raise your weapons.

"Hold!" the wizard's voice commands you to stop. "Please?"

You notice the glint of madness is gone from his eyes as he moves over to one of his spider golems and places a hand against its ruined body. He sighs and then turns to face you.

"Thank you for releasing me. I didn't realize it at the time but the creation of these," his hands gesture to the spider golems, "required too much of me. Each of them required a portion of my intellect and life to animate, I just didn't realize how much. I died when Atropos was born. It's somewhat fitting." He chuckles a little under his breath. "I suppose I could have carried on in death, just doddering away, but my death was sensed by my rivals and they came to loot my laboratory. I had my spiders rescue what items they could, the rest, I'm afraid, I had dumped into the lava field to prevent its misuse. One thing I regret is that among the items the spiders saved, they didn't bring me one drop of my honeyed brandy. You wouldn't have happened to have found a bottle or two?"

Congratulations, the heroes have completed the quest.

Athlas's Amulet

Athlas's Potion

2
Spider Golem
4 4 4
Ironskin, Web
4 5 5
Ironskin, Poison, Unstoppable

3
Spider Golem
4 4 4
Ironskin, Web
4 5 5
Ironskin, Poison, Unstoppable

4
Spider Golem
4 5 4
Ironskin, Web
4 6 5
Ironskin, Poison, Unstoppable

5
Spider Golem
4 6 4
Ironskin, Web
4 7 5
Ironskin, Poison, Unstoppable